AGB-AWUE-USA



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

© & (p) 2004 Rare Limited. All rights reserved. Licensed by Nintendo. Rare, the Rare logo, and Sabre Wulf are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries and are used under license from owner. Rare Limited is a subsidiary of Microsoft Corporation. Exclusively licensed and published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)

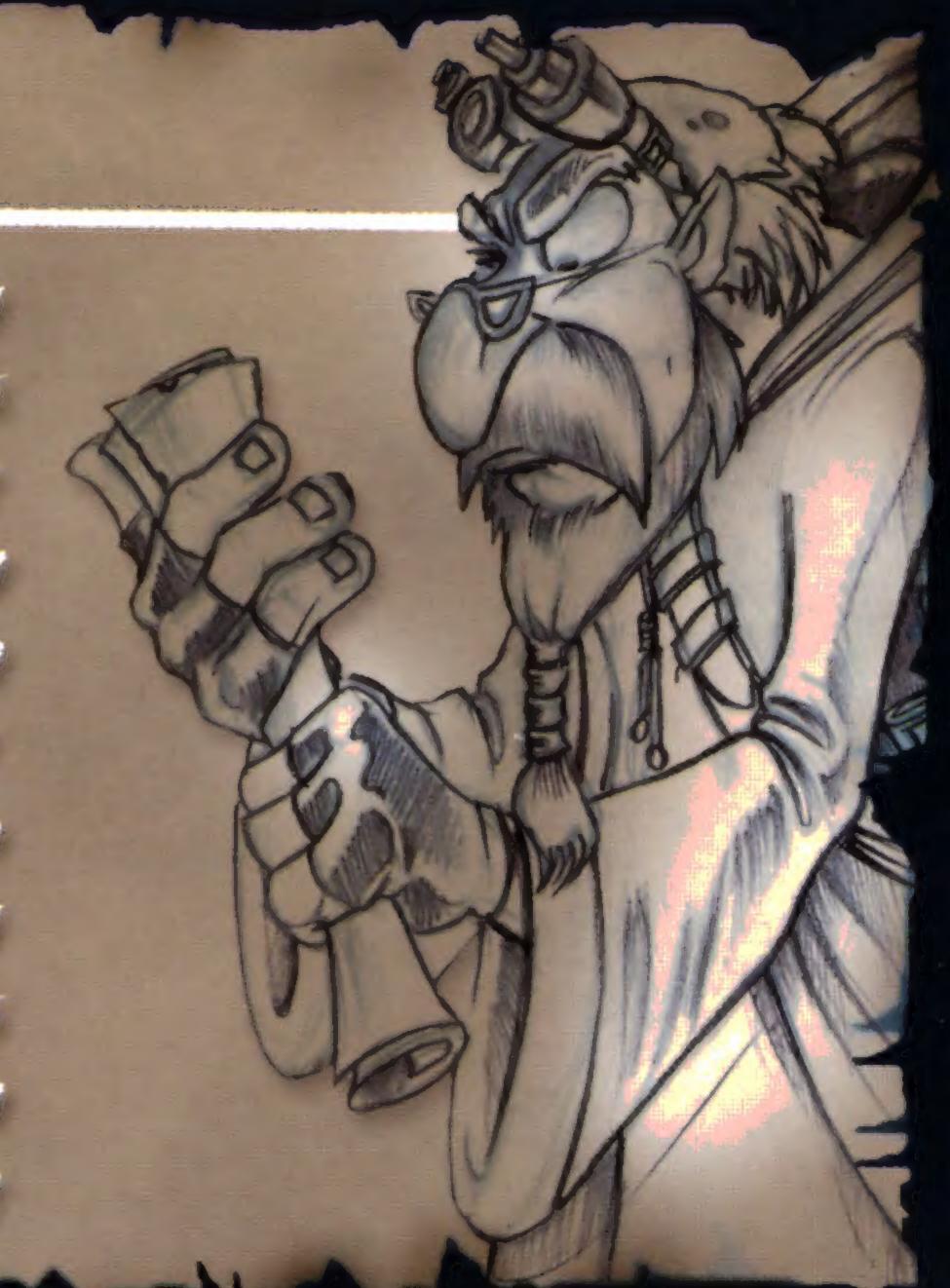


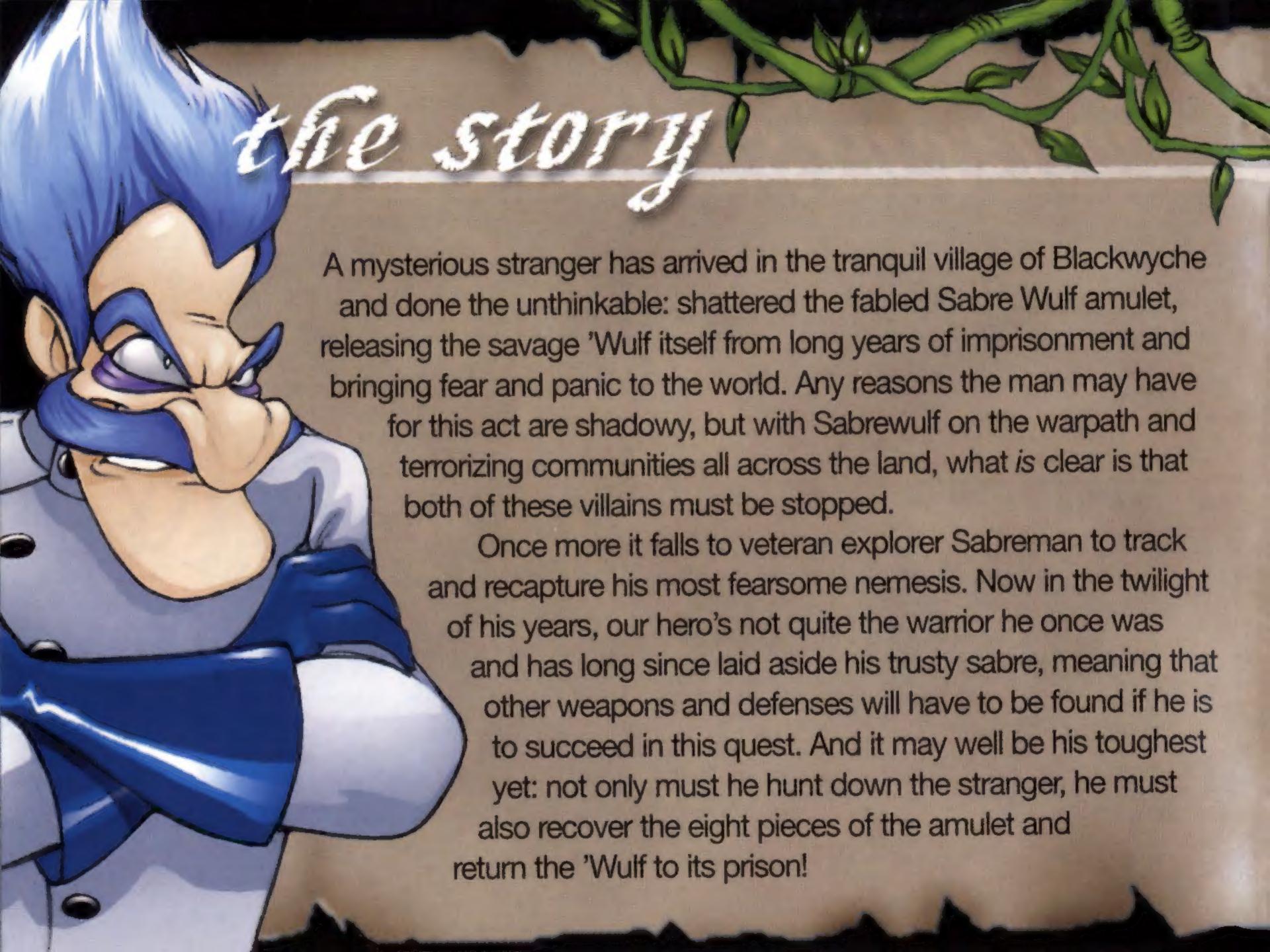
without the Official Nintendo Seal.

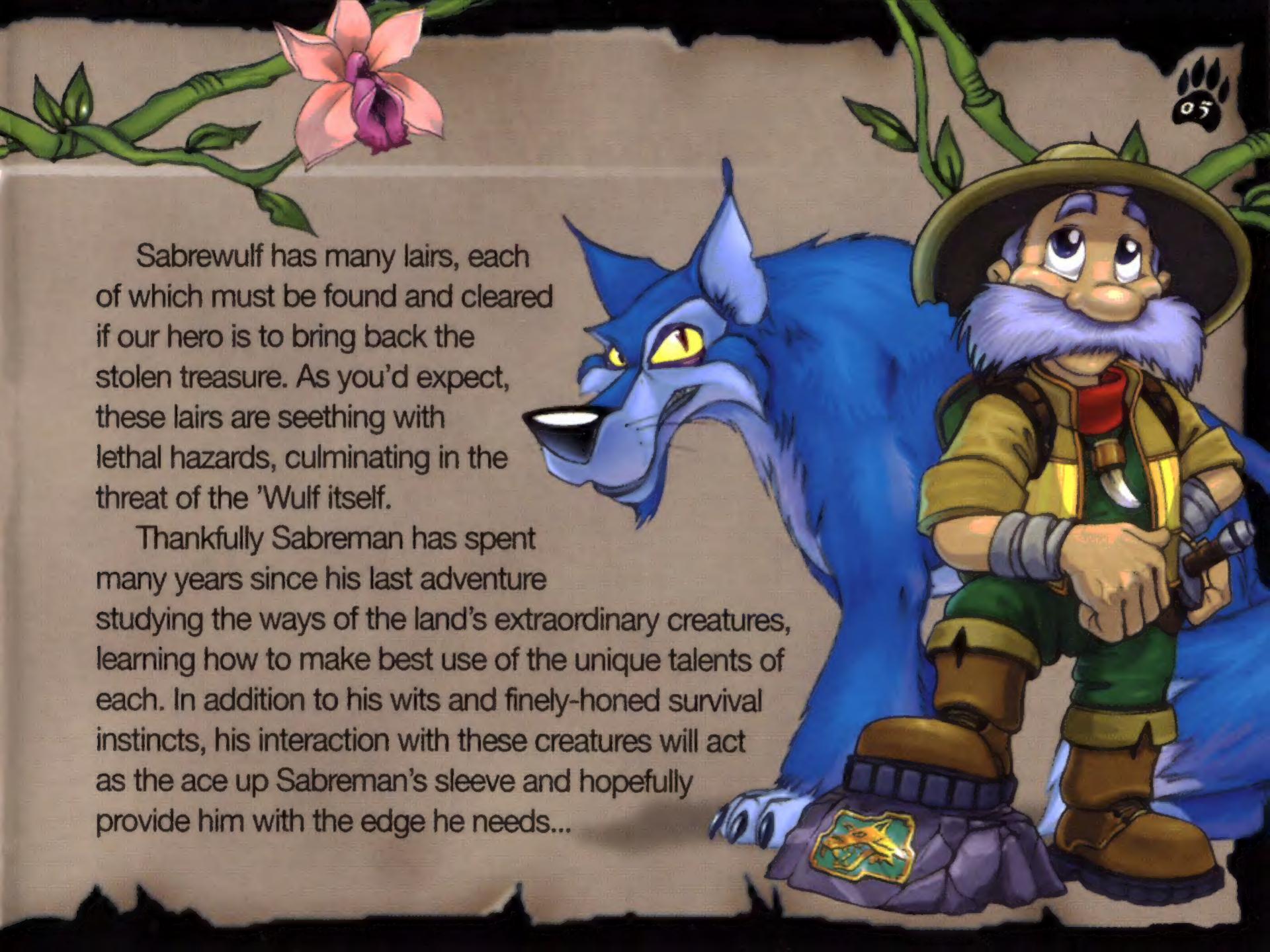
NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

contents

the story controller functions starting the game screen display 30 exploration 20 platform action the characters good creatures bad creatures the worlds limited warranty







controller functions

L Button -Shift creature (2D platform mode only)

GAME BOY ADVANCE

R Button -Inventory

A Button - Jump

+ Control Pad -Move Sabreman

3D exploration mode: 8-way directional control

2D platform mode: Left and Right to move, Up and Down to look above and below current position

Start -

Pause/Inventory

B Button -

3D exploration mode:

View compass (if purchased from shop)

2D platform mode:

Open Creature Menu

starting the game

Your first port of call within the game is Sabreman's front room, complete with roaring fire and various trophies from his adventures. Above the fireplace hang pictures representing the save slots on the Game Pak. As you make progress through the game in one of these slots, the picture will update to illustrate Sabreman's current position. To save at any time, pause the game and select SAVE GAME from the Pause/Inventory menu.

Choose one of the save slots to bring up the following options:

Start Game: Begin a new or previously saved game.

Delete Game: Delete data previously saved in this slot.

Copy Game: Copy data in this slot to another empty slot.

Selecting the boar's head above the fireplace will allow the player to access Sabreman's Challenge Mode: see the 2D Platform Action section for more details.







The Creature Menu (top),
Shield Icon and GP Counter (bottom)

Tom Leaf's tea-drinking game, featuring eggtimer plus icons at bottom left displaying amount of tea in mouth and total number of cups swallowed

Special

game basies: 30 exploration

Sabre Wulf's gameplay is split into two distinct styles. The game kicks off in 3D exploration mode, where our wandering hero traverses new areas and interacts with other characters in his long-distance search for Sabrewulf and its master.

The 3D worlds also provide access to a selection of appropriately-themed 2D platform levels. These are Sabrewulf's lairs, identifiable by entrances in the form of a wulf's-head tunnel leading underground.

Standing near a lair entrance and pressing the A Button brings up the name and stats for that level (fastest time, treasure gained and so on), while entering the tunnel shifts the game into the more action-heavy 2D platform mode.

What holf - Sobjetie the days are

will be raised unue comprised

Each 3D zone is essentially the hub of one of the eight game worlds. Blackwyche Village is the first of these, and it's here that Sabreman will be able to make use of handy features such as Cookie's Shop.

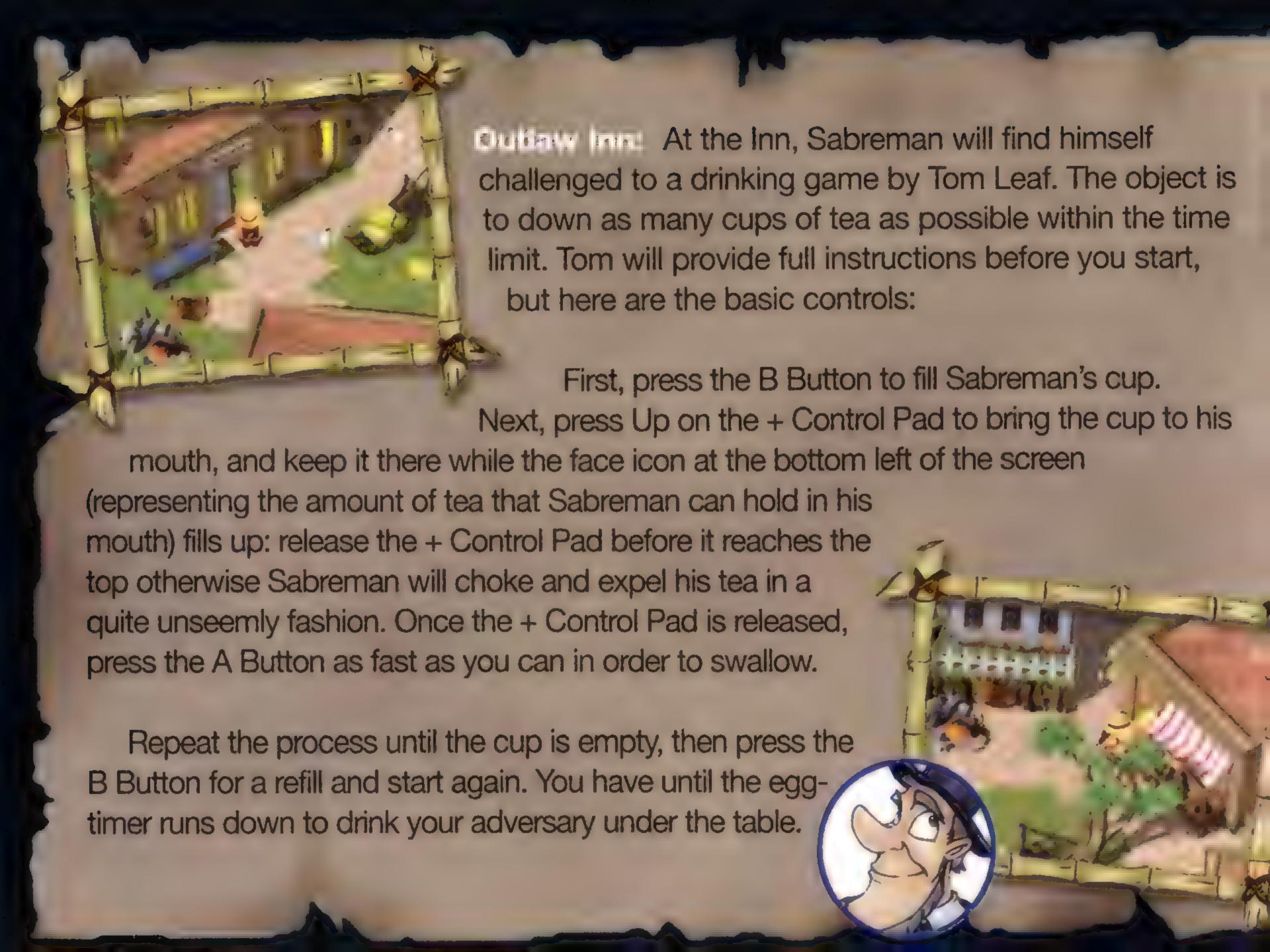
Library - maintained by Connie-Anne the Librarian - is one of the most useful, holding up-to-date documentation on the various Good and Bad creatures discovered by Sabreman. Keep coming back to check the updated records whenever you're in town!

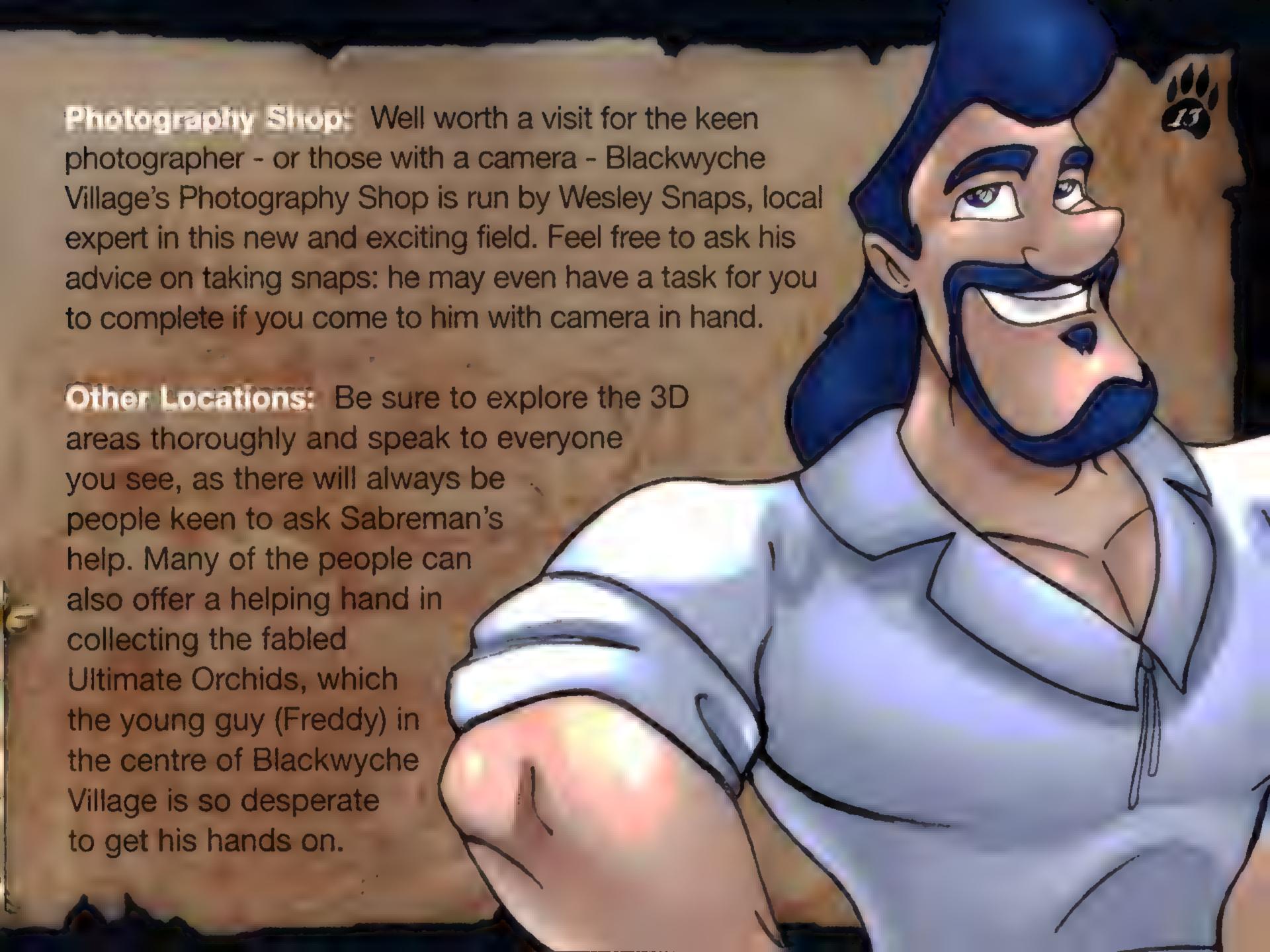
the head of the village and therefore hard to miss, this is the Mayor's grand seat of office. Sabreman will need to make a stop here when he first arrives in Blackwyche.

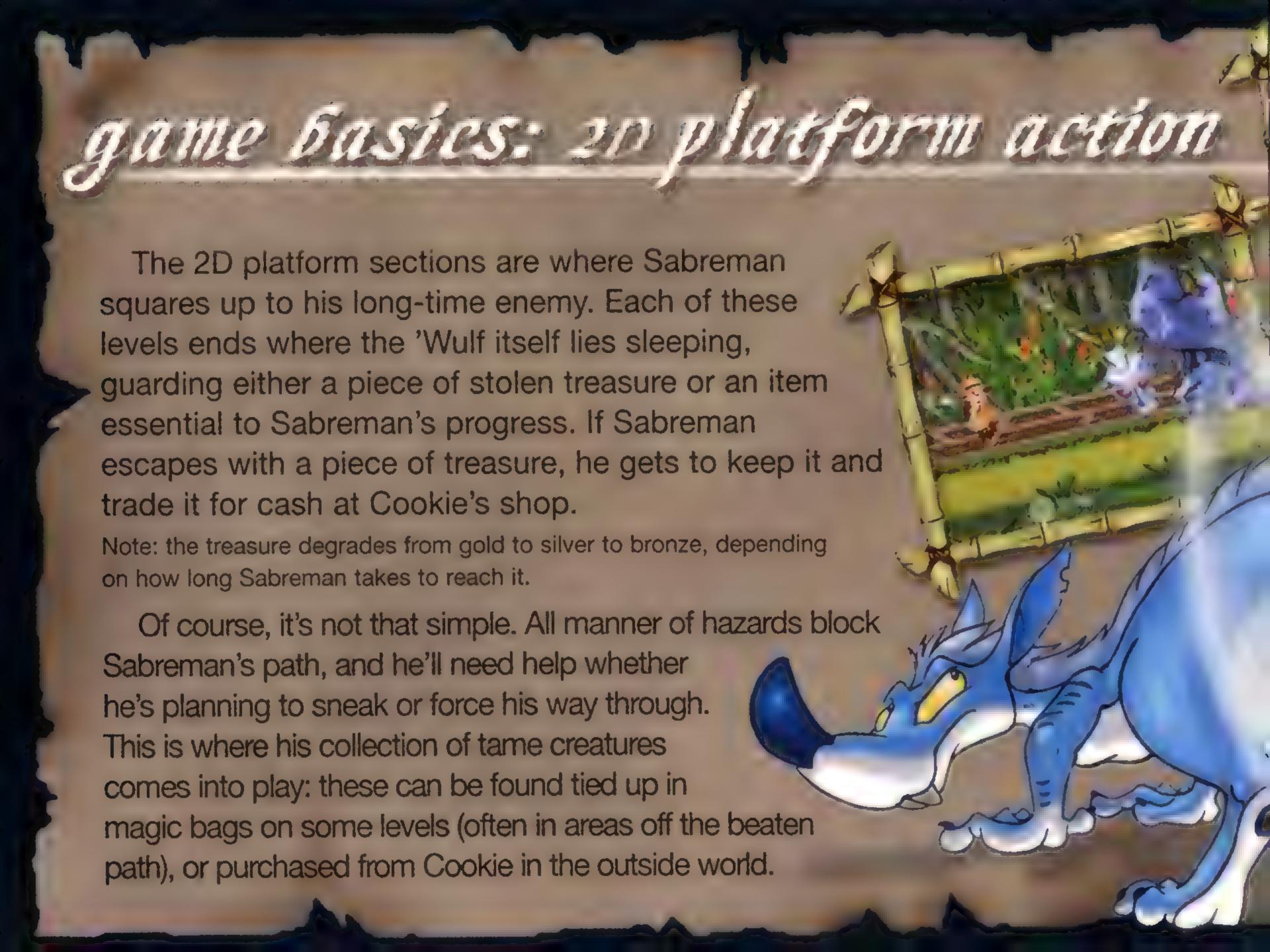
Also to be found in Blackwyche Village is the local shop, a small but perfectly-formed establishment run by Cookie. Here you can sell any treasure that you've found, as Cookie's only too happy to convert it into the local currency (GP). With your new-found wealth you can then decide whether or not to buy certain helpful items and creatures from him.

And don't worry about continually backtracking to Blackwyche, as Cookie really gets around with his portable market stall. Approach him and press the

A Button to do business: he'll always have armor for sale, and also carries items such as a nifty new-fangled camera and the one item that any self-respecting explorer should not be without, the trusty compass. This allows Sabreman to pinpoint the location of well-hidden 'Wulf lairs or level exits (after buying it, simply press the B Button anywhere on the 3D overworld and you'll see it appear in the corner of the game screen).









The level is successfully completed by diving for the cover of Sabreman's tent ahead of the rampaging 'Wulf, where his enemy is kept at bay by the campfires burning bright. Sabreman returns to the 3D overworld, raises his standard and gives a smart salute. With one more lair cleared, he can now begin the hunt for the next one, always on the lookout for precious pieces of the Sabre Wulf amulet. However, with various secrets hidden away in remote corners of these 2D levels, it's always worth coming back later with a bigger arsenal of creatures to see what new areas can be reached.

Challenge Mode

Accessible from the opening menu by selecting the boar's head trophy, this mode allows skillful players another chance to pit their wits against all 2D platform levels that have been conquered in the save slot selected. For each level open there will be a specific number and selection of creatures available to use, no more, no less. You must use all your skill and cunning to ration out these few resources and ultimately reach the treasure.



Combo System

Bir Grainie

A Hit Combo is awarded if the player uses a single Good creature to remove more than one enemy creature.

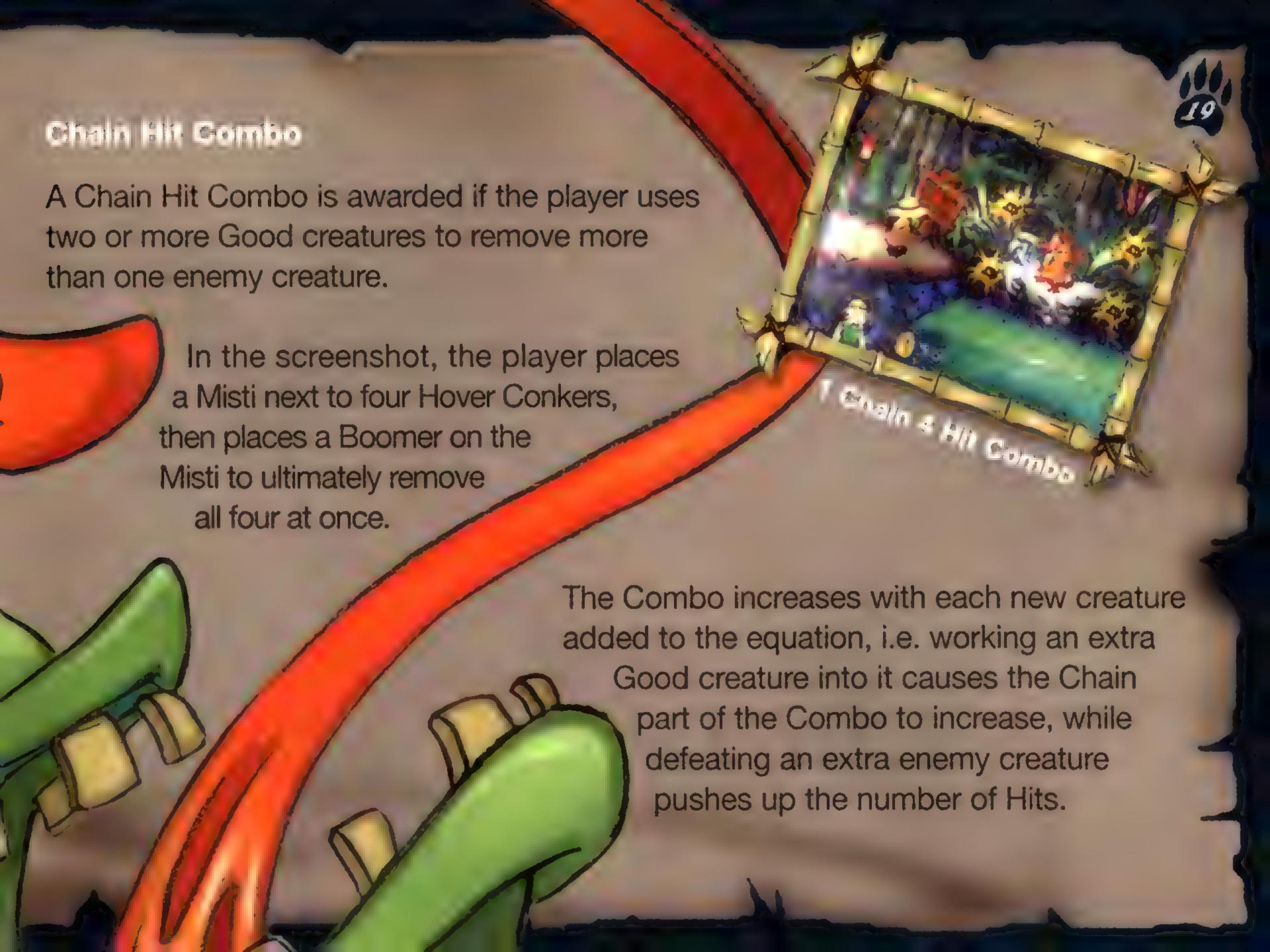
In the screenshot to the right, the player uses a single Boomer to defeat two enemy Bombs.

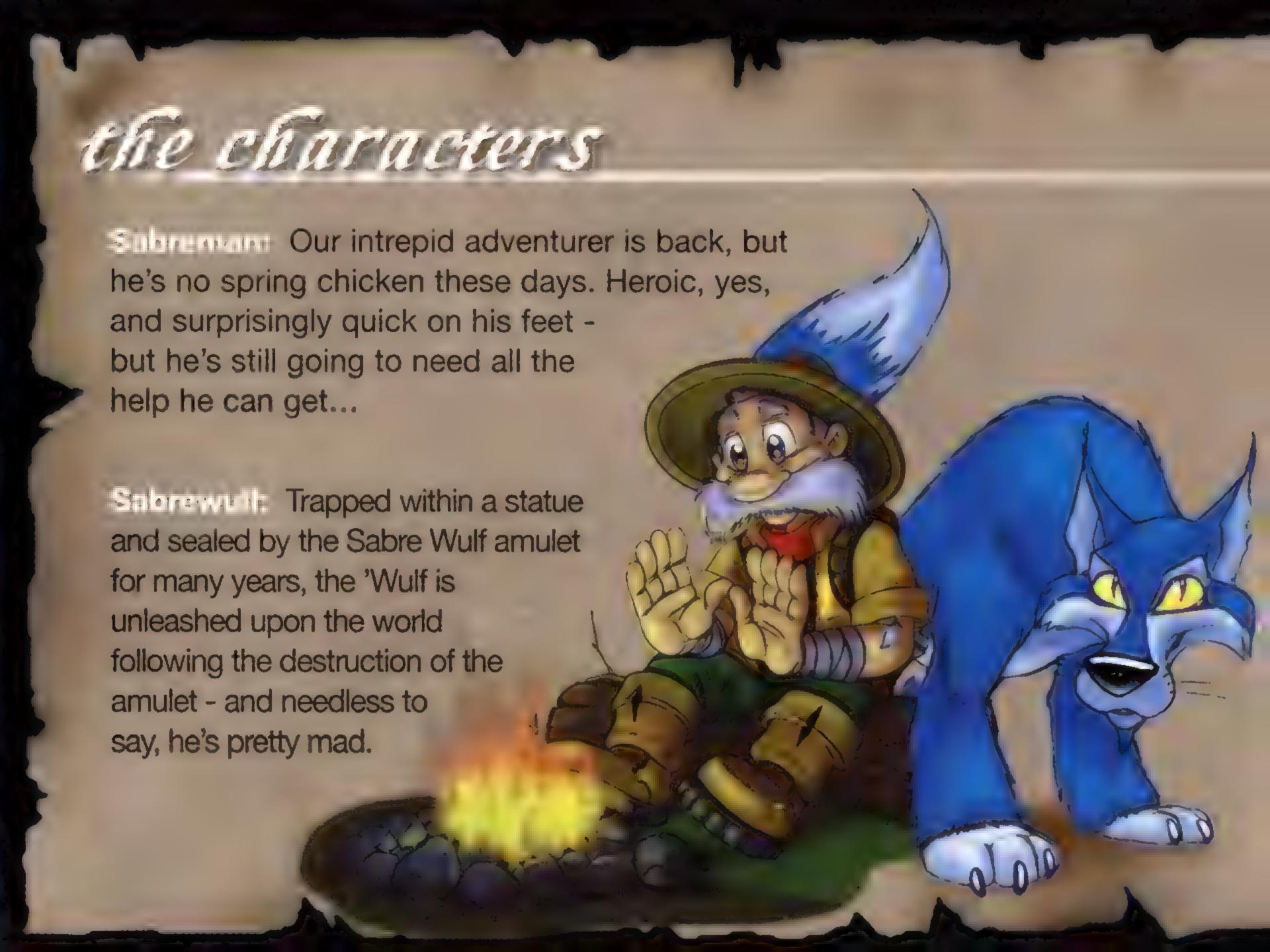
The more enemy creatures killed, the greater the number of Hits in the Combo. (Three creatures killed results in a 3 Hit Combo, etc.)

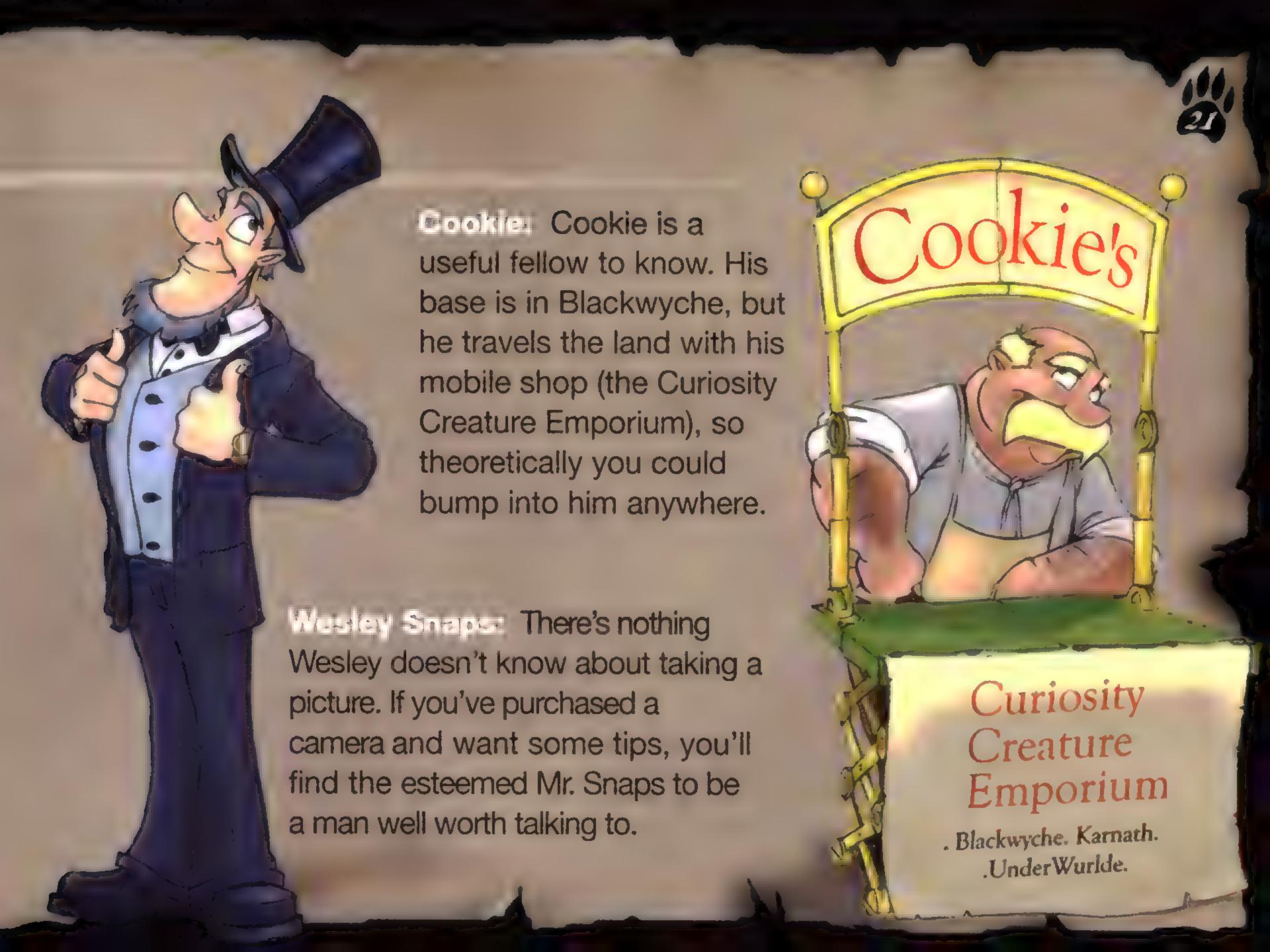
This Combo is the most frequent Combo to occur in normal gameplay.



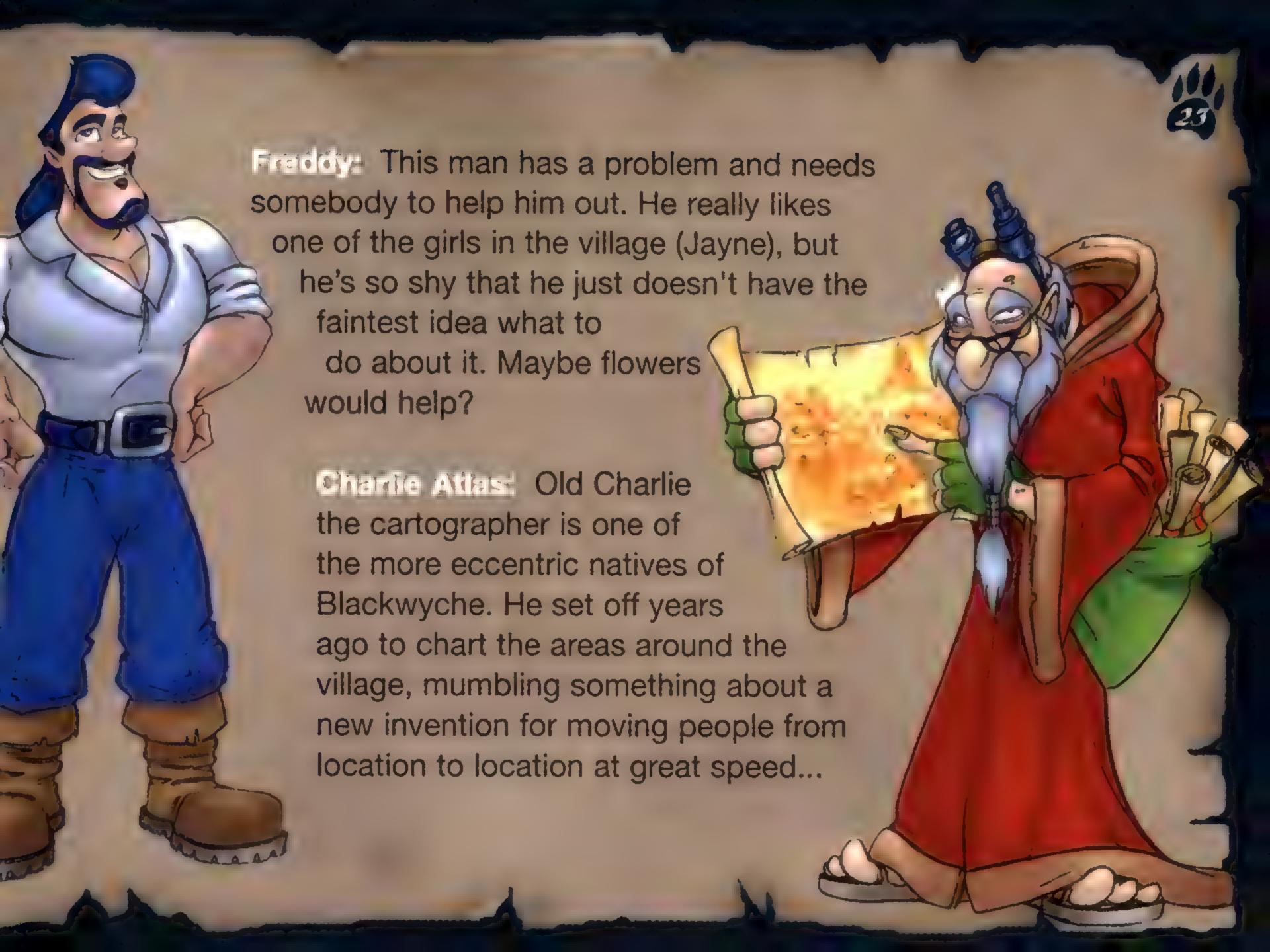












growd ereunities

These are just some of the creatures that Sabreman can tame during the early stages of his quest - there are many more to find, but that's up to you!



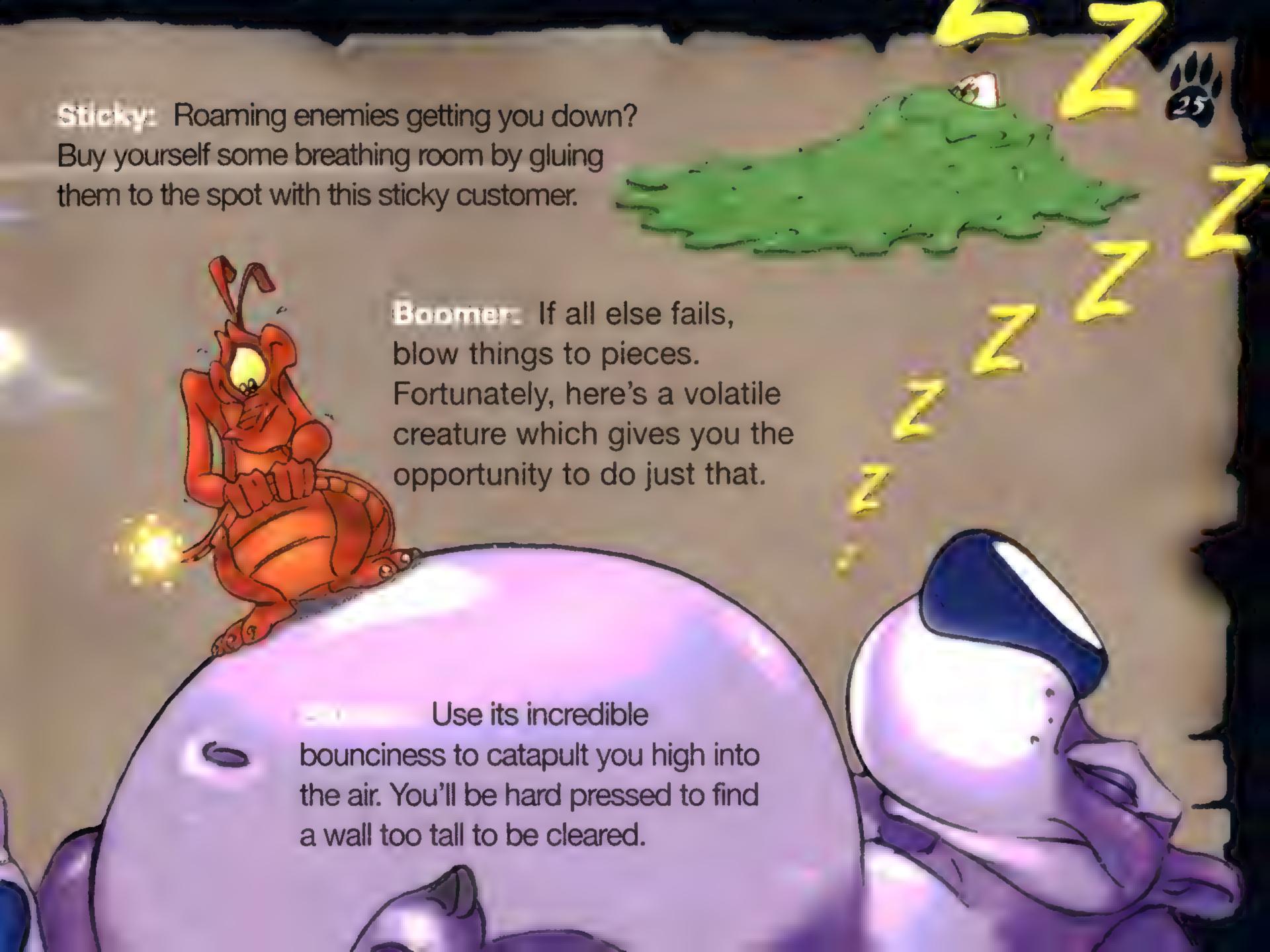
one which dissolves on contact.

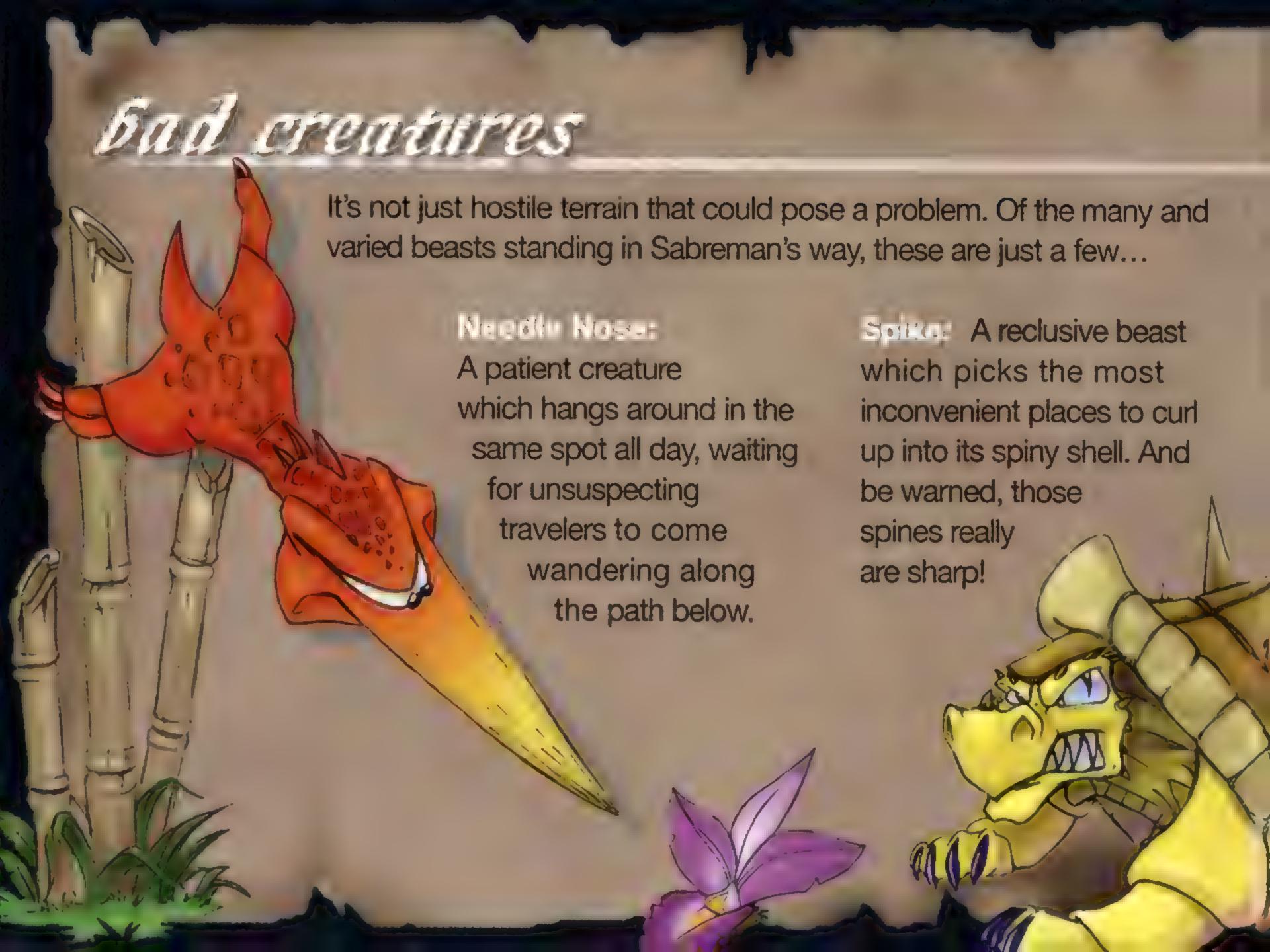
Use it as a temporary platform by all means, just don't hang around too long...

provide a safe extra platform in any situation. Ideal for making short work of those troublesome long gaps.



stone, this huge, stubborn creature has both the will and the way to prevent enemies from getting through.











point of Sabreman's quest. Life in the previously peaceful village is in turmoil following the release of Sabrewulf, but our hero can still make use of all the local facilities on his many return visits throughout the adventure.

inhospitable jungle provides plenty of hiding holes for his lupine adversary. There's the occasional settler to befriend and Blackwyche is only a hop, skip and a jump away, but it's still pretty hostile territory...

forbidding old mines form World Three of the adventure. Extensive use over the years has seen the mines expand to four whole levels, though the lower areas are devilishly hard to reach without assistance.

this spooky swamp can only be reached via an underground lake deep in the Underwurlde cave system. World Four of Sabreman's expedition, it lies in the shadow of great Mount Knightlore.



harsh climate and wealth of hazards keep most right-thinking people away from this snowy peak, but it's not entirely uncivilized: Sabreman will be able to find shelter in the Knightlore Ski Shack.

This is where the yield of the Underwurlde miners comes to be processed. World Six can only be reached by crossing Nightshade Lake, and brash explorers throughout history have discovered the hard way that it's definitely too far to swim.





History is vague on the subject of this architectural anomaly, and all that's known for sure is that the strange (but allegedly peaceful) Imhotep Monks remain there and guard it to this day.

Charge Millia Town: Bright lights, big city: that's the final world in Sabreman's adventure. Will he have gathered all eight pieces of the amulet and be ready to confront the 'Wulf? Nothing is certain until he reaches Dragonskulle, and the only way to get there is by rail...





Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32156**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service: Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301



THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Products serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

GRUNTILDA IS BACK AND ONLY BANJO AND KAZOOIE CAN STOP HER MASTER PLAN!

NOW BE



Explore different worlds packed with over 60 contests!

Transform Banjo into an octopus, a tank, and more!







© & (p) 2004 Rare Limited. All rights reserved. Licensed by Nintendo. Rare, the Rare logo, and Banjo-Kazooie are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries and are used under license from owner. Rare Limited is a subsidiary of Microsoft Corporation. Exclusively licensed and published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc.

All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.



www.thq.com

THO INC., 27001 Agoura Rd., Suite 270 Calabasas Hills, CA 91301

104179

PRINTED IN JAPAN